WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

# IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
  correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BYTHE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.

© 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

# CONTENTS

Introduction	4
Starting the Game	5
Game Boy® Advance Controls	5
Game Menus	7
Main Menu	
Options Menu	
Load Game Menu	
Multiplayer Menu	
Playing DOOM™	
On-Screen Display	
Memory Save	
Controlling the Action	
Pause Menu	17
The Automap	17
Firepower and How to Use It	18
Dangerous DOOM™ Environment	20
Health and Armor	21
Power-ups	
Artifacts	
Opponents	25
How to Connect Game Boy® Advance Game Link® Cables	
Credits	
Customer Support	
Software License Agreement	33

#### INTRODUCTION

Mars, and the gateway between its two moons, Phobos and Deimos, has been the site of inter-dimensional space travel testing. Recently, however, these passageways have become dangerously unstable. Experiments using humans as guinea pigs have met with tragic results. Something evil has been exiting the gateways.

As the only combat-ready assault troops within 50 million miles of Earth, you've been ordered, along with your buddies, to Phobos. You arrive and are assigned to secure the perimeter of the base while the other space marines go inside.

From outside the base, you hear the carnage: guns firing, men screaming, bones cracking... then silence. Suddenly you're the last space marine alive, thrust into a bloody, gore-ridden underworld. Packing everything from chainsaws to rocket launchers, it's up to you to annihilate Imps, Lost Souls, Demons, Barons of Hell... and ultimately avenge the brutal slaughter of your men.

#### STARTING THE GAME

- Make sure the POWER switch is OFF.
- Insert the DOOM™ Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the POWER switch ON.

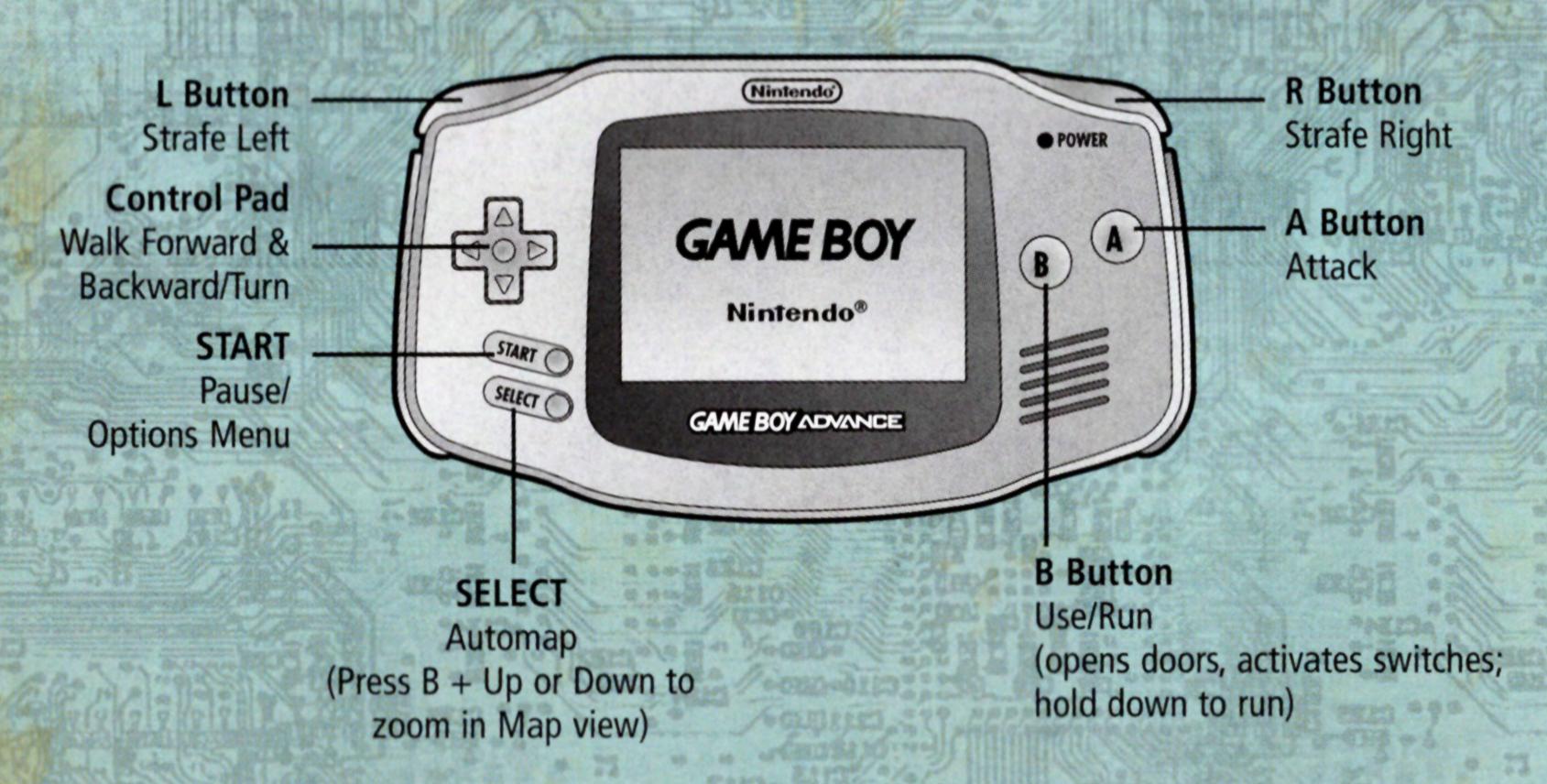
Note: The DOOM Game Pak is for the Game Boy® Advance system only.

#### GHME BOY® HOVANCE CONTROLS

All of the instructions refer to the default control scheme shown on the next page.

Please note that there are several preset control configurations that may be changed through the Options menu.

## **Basic Controls (Default)**



#### Weapon Toggle

Hold L + R Buttons, then press Up or Down to switch weapons

#### GAME MENUS

#### Main Menu

Use the Control Pad to navigate through the menu options. Press the A Button to activate your selection. Press the B Button to go back to the previous menu.

NEW GAME – Select NEW GAME to start a new game of DOOM. You will then be able to select which of the three game episodes



you wish to start. After selecting an episode, you will be able to choose the skill level for your game. There are four difficulty settings in DOOM:

I'm Too Young to Die - This is very easy.

Not Too Rough – The easy skill setting... Slightly more challenging than a walk in the park.

Hurt Me Plenty – This is the normal difficulty. Don't expect much forgiving behavior from your enemies on this skill setting.

Nightmare! - Only the toughest, most hardened Marines play here.

OPTIONS - Select to open the Options menu.

LOAD GAME – You can load a previously saved game from the Load Game menu.

MULTIPLAYER – Start a Deathmatch or Cooperative multiplayer game (requires Game Boy® Advance Game Link® cable and at least two DOOM Game Paks). Note: The Multiplayer option appears only when a Game Boy® Advance link connection is active.

CREDITS - Select to view the credits.

## **Options Menu**

Use Up and Down on the Control Pad to select the options, then use Left and Right to change the settings. Use the A Button to accept your changes and return to the Main Menu. Use the B Button to cancel changes and go back to the Main Menu.



Messages – Toggles the in-game message text On or Off.

SFX - Toggles the game sound effects On or Off.

Music - Toggles the music On or Off.

Lighting - Toggles the game lighting effects between Dynamic or Static.

Brightness - Increases or decreases the gamma level (brightness).

Set Control - Choose between the various presets for the game controls.



#### **Load Game Menu**

Use the control pad to move the cursor and select the slot where you saved your last game. Press the **A** Button to select the game slot that you would like to play. Press the **B** Button to return to the Main menu.

Note: You will only be allowed to save your game after you complete a game level. When

you load your saved game, you will start at the next game level with the same health and inventory amount as when you saved.

Multiplayer Menu

Multiplayer game play on the Game Boy®
Advance is possible using the Game Boy®
Advance Game Link® cable (sold separately).
All players will need to have the DOOM Game
Pak in order to play multiplayer DOOM. Make
sure that each Game Boy® Advance unit is
securely connected to the Game Link® cable.



The Game Boy® Advance system that is connected to the small end of the Game Link® cable will be the master system, and will choose the options for each game. Once the Game Link® connection is established, go to the Multiplayer Setup menu, and use the Control Pad to select between Deathmatch or Cooperative mode. Note: Cooperative menu option only appears when two Game Boy® Advance systems are connected.

#### **Deathmatch Mode**

Deathmatch Mode is available by linking two to four players together using Game Link® cables. Deathmatch mode lets players fight against each other in the ultimate battle for survival. No Demons, no Imps, no Cacodemons—just you and your "friends." The player with the most frags will win the match. Each time a player gets fragged, they will respawn in a random location in the map. When weapons, power-ups, or ammo are picked up, they will reappear later so that the level never runs dry of toys.

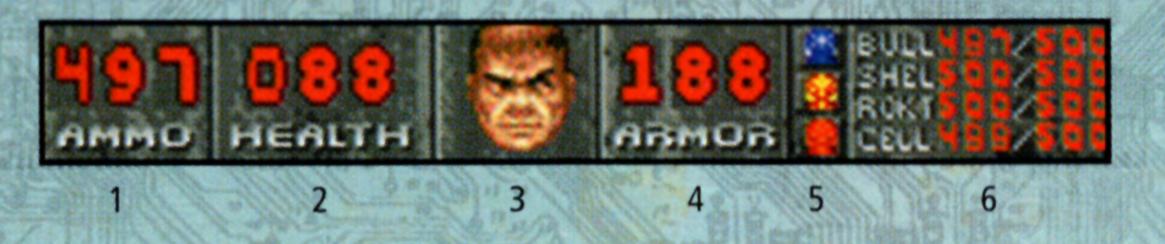
#### **Cooperative Mode**

Two players may link together for a Cooperative game. In the cooperative mode, you and a friend must help each other to survive the nightmarish onslaught of Former Humans, Imps, Lost Souls, and Cacodemons.

#### PLAYING DOOM

## **On-Screen Display**

At the bottom of your game screen is the Status Bar. From left to right, the segments of this bar indicate:



- Ammo: Displays the number of shots you've got left in the weapon you're currently using.
- 2. Health: You start out at 100, but you won't stay there long. At 0, it's time to start over. Try a little harder next time!
- 3. Your Mug: This portrait isn't just for looks. When you're hit, your face looks in the direction the damage came from, showing you the direction to return fire. Also, as you take damage, you'll begin to look like you've taken a pounding.

- 4. Armor: Your armor helps you as long as it lasts. Keep an eye on it because when it goes, you might too.
- Keys: You can see any keys you possess right here. There are three key colors: Blue, Yellow and Red.
- 6. Arms: This list of numbers shows how much ammo you can carry for each of your weapons.

The status bar displays the same information for all modes of play.

Note: Deathmatch scores are displayed on each player's Automap screen.

## **Memory Save**

The current options settings and controls configuration, as well as the last level completed, are retained in the Game Pak even if you have turned off your Game Boy® Advance system. After completing any game level, you will be able to designate where you would like your current game to be saved in any of the Game Pak's four internal EEPROM save slots.



## Controlling the Action

Use your Control Pad for movement and turning. You can use the A and B Buttons in conjunction with the Control Pad to run, shoot, and open doors. At first, you might find yourself bumping into walls while the demons beat on you. Once you have the movement down, everything else is a piece of cake.

Walking: Press the Control Pad Up and Down to move forward and backward.

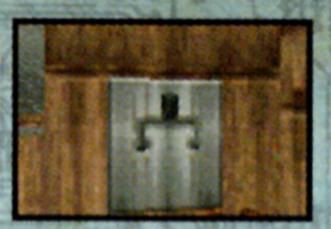
Turning: Press the Control Pad Left and Right to turn left and right.

Running: Hold down the **B** Button along with a Control Pad direction to speed yourself up.

Shooting: Press the A Button to attack. You can tap the button for single attacks, or hold the A Button down for auto-fire attacks.

Strafe: By holding down the L or R Button, you can sidestep an enemy attack.

Picking Up Stuff: To pick up an object, just walk over it.



Using Doors, Switches and Elevators: To open most doors and operate switches, stand directly in front of the object and press the **B** Button. When you successfully operate a switch, it will change

in some way (e.g. light up, flip a handle, etc.). If a switch does not change after a couple of tries, it is probably assigned to do a task that cannot yet be accomplished.



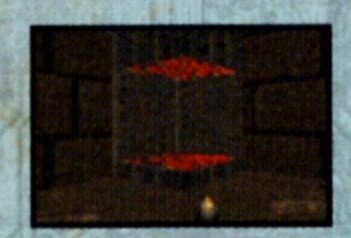
Locked Doors: Some doors have security locks, and require you to have a color-coded (Blue, Yellow, or Red) security card or skull key to open them. Other locked doors are operated by a switch on a nearby wall. Rather than walking up to the door, you'll need to

operate the switch. When you come to a door that requires a security card or skull key, a key or skull will flash on your Status Bar indicating which item you need to activate that particular door.

Hidden Doors: Some doors are hidden. Many of these can be opened by shooting at them or finding a switch. In some cases, you can walk up to a wall and press the **B** Button. If you've found a secret door, it will open for you. There are clues that reveal a secret door—a wall that's shifted down or has a different color, etc.



Elevators: You'll see platforms that raise and lower. Some platforms operate continuously, while others must be activated. Some of them may sense your proximity and lower automatically. Others have a nearby switch.



Teleporters: Teleporters can be identified by an evil symbol on the floor beneath them. To use a teleporter, walk over the symbol.



Completing An Area: At the end of each area in DOOM, there is an exit chamber, generally marked by a special door or an EXIT sign. Enter this chamber and operate the switch inside to exit the area and head onward. When you finish an area, an achievement

screen tallies your performance. Secrets located, ratio of kills, and items collected are all displayed. To leave this screen, press the A or B Button.

Life After Death: If you die, you will restart at the beginning of the area with a pistol and some bullets. Pressing any button will reincarnate you and return you to the beginning of the area you were playing. You have no "lives"

limit— DOOM allows you to restart an area as often as you are killed. When you restart an area, the monsters you killed return, just like you.

#### Pause Menu

Press **START** to access the Pause menu. From the Pause menu you may adjust the game options, load a previously saved game, or quit your current game.

The Automap

To help you find your way around DOOM, your marine is equipped with an Automap. You may access the Automap at any time during gameplay by pressing **SELECT**. Your character will appear on the map as a small flashing triangle. When you zoom in, your direction will be indicated by the point of the arrow.





To operate the Automap:

Control Pad: Pans over the map (the player will not move)

B Button + Up/Down: Zooms in or out respectively

L Button: Toggles follow mode On and Off

Note: During multiplayer Deathmatch games, the Automap will also display your frag score.

#### FIREPOWER AND HOW TO USE IT

Weapons: At first you only have your pistol and your fists for protection. When you run over a new weapon, you'll automatically equip yourself with it. As the game progresses, you'll need to choose among firearms. Use the weapon switch button to select particular weapons. The weapons are:



Fists: Can be used to deliver a punch to your enemies.



**Pistol:** Your standard military-issue sidearm. Don't forget about it when things get tough.



Chainsaw: Cuts down the baddies like standing timber, but you have to get close.



Shotgun: This delivers a heavy punch at close range and a generous pelting from a distance.



Chaingun: This directs heavy firepower into your opponent.



Rocket Launcher: This delivers an explosive rocket that can turn several baddies inside out.



Plasma Rifle: This shoots multiple rounds of plasma energy, frying some demon butt!



**BFG 9000:** The prize of the military's arsenal. Great for clearing the room of those unwelcome guests. Shoot it and see for yourself.

Firing: To use a weapon, point it towards the enemy and press the A Button, or hold down the A Button for rapid fire. If your shots hit a bad guy, you'll hear their reaction. Don't worry if the enemy is higher or lower than you. If you can see a monster, you can hit it.

Ammo: Different types of weapons use different types of ammo. When you run over an ammo pick-up, it will automatically be loaded into your correct weapon.

You have a maximum limit on the amount of ammo you can carry. If you are carrying as much ammo as possible, you won't be able to pick up any extra when you walk over it. Also, when you find a weapon that you already possess, don't ignore it. Pick it up and you'll get more ammo.

#### DANGEROUS DOOM ENVIRONMENT

Some parts of the DOOM environment can be more dangerous than the monsters you'll face. Areas containing exploding barrels and radioactive waste should be approached with caution.



Exploding Barrels: Scattered around the base are drums containing fuel, toxic waste, or some other volatile substance. If your shots hit one of these barrels, it's kablooey time! It might take several bullets to set off a barrel, but a single hit from any other projectile usually does the trick.

Slime and Other Radioactive Waste: Many of the areas of DOOM contain pools of dangerous liquids that will hurt you if you walk through them. There are several varieties of waste, each doing an increasing amount of damage. If it looks fluid, beware!





#### HEALTH AND HAMOR

Even for a tough hombre like you, DOOM can be a deadly place. Whenever you are injured, the screen will flash red and your health will decrease. Keep an eye on your health, or you'll end up face down.

Healing: When you're hurt, you'll want to get healed back up as soon as possible. Fortunately, Medkits and Stimpaks are frequently scattered around the base. Grab them if possible.



Stimpacks give you a quick injection of booster enzymes that make you feel like a new person, to some degree.



Medkits are even better and include bandages, antitoxins, and other medical supplies ready to make you feel like killing some monsters again.

Armor: Two types of body armor can be found lying around. Both reduce damage done to you. Unfortunately, both deteriorate with use, and eventually are destroyed by enemy attacks, leaving you in need of replacement armor.



Security Armor (Green) is a lightweight kevlar vest that's perfect for riot-control.



Combat Armor (Blue) is a heavy-duty jacket composed of a titanium derivative, useful for protection against real firepower, like the kind you're gonna face. If you're wearing armor, you only pick up a replacement suit if it provides more protection than what you're wearing.

#### POWER-UPS



Radiation Suits: Provide protection against radioactivity, heat, and other low-intensity forms of energy. Basically, these suits enable you to wade through radioactive ooze without taking damage. While a suit holds out, your screen will have a greenish tint. Duration: Time Based

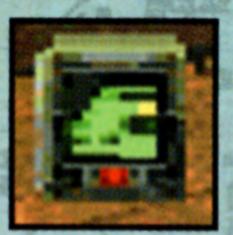


Berserk Packs: Heals you, plus acts as a super adrenaline rush, enormously boosting your muscle power. Since you're already a pretty meaty guy, the enhanced strength lets you tear demons limb from limb. However, you've got to use your Fist attack to get the benefit of the Berserk attack bonus. When you become Berserk, your screen will briefly turn red.

Duration: One Level



Backpacks: Increase the amount of ammo you can carry. In addition, whenever you find a backpack, you receive extra ammunition.



Computer Maps: Computer maps are a handy find, updating your Automap with a complete map of the entire area, including all secret or hidden areas. Areas you haven't been to are mapped in gray. If you are lucky enough to come across a map, it'll last to the end of the current level.

#### ARTIFACTS

A few artifacts from the other dimension are now laying around and you may want them too...



Health Potions: Provides a small boost to your health, even past the normal 100.



Spiritual Armor: Provides a little extra protection above and beyond your normal 100.



Soul Spheres: Rarely-encountered objects that provide a large boost to your health. A close encounter with one of these and you'll feel healthier than ever!



Invulnerability Artifacts: Products of the anomaly that will render you immune to all damage. Pretty cool, until the effect wears off. When you're invulnerable, your screen will be blue. This is your punishment for being so tough.

Duration: Time Based

#### OPPONENTS

From the very first moment you enter the door, until the last gunshot of the game, you'll be fighting a host of baddies. Some are just regular guys that are possessed with a bad attitude. Others are straight from Hell. But don't say we didn't warn you.



Former Humans (Zombiemen): Just a few days ago, you were probably swapping war stories with one of these guys in the filthy combat suits. Now it's time to swap some lead.



Former Human Sergeants (Shotgun guys): These mercenaries in black armor are much the same as the Former Humans, but much meaner and tougher. These walking shotguns provide you with a few extra holes if you're not careful!



Imps: You thought an imp was a cute little dude in a red suit with a pitchfork. Where did these brown thorny guys come from? They heave balls o' fire down your throat and take several bullets to die. It's time to find a weapon better than that pistol if you're going to face more than one of these S.O.B.s.



Demons: Sorta like a shaved gorilla, except with horns, a big head, lots of teeth, and harder to kill. Don't get too close or they'll rip your friggin' head off.



Lost Souls: Dumb. Tough. Flies. On fire. 'Nuff said.



Cacodemons: They float in the air, belch lightning balls, and boast one Hell of a big mouth. You're toast if you get too close to these monstrosities.



Barons of Hell: These creatures are pure Hell. Tough as a dump truck and nearly as big, these goliaths are the worst things on two legs since Tyrannosaurus Rex. Watch out for the green plasma they hurl at you.

# HOVER GEME LINK® CHREE HOW TO CONNECT GEME BOY®

#### What You Will Need

2 or more Game Boy® Advance systems (one for each player)

2 or more DOOM Game Paks (one for each player)

1-3 Game Link® cables

- Two-player game: 1 Game Link® cable
- Three-player game: 2 Game Link® cables
- Four-player game: 3 Game Link® cables

## Connecting the Cables

- 1. Check that the POWER switch on each GBA is set to the "OFF" position. Insert a Game Pak into each GBA.
- 2. Connect the Game Link® cables to each other, making sure that the host has the smaller, purple end of the Game Link® cables plugged in to their GBA.

- Plug the Game Link® cables into the External Extension Connector of the GBAs, making sure that the small purple plug is connected to the Player 1 GBA.
- 4. Turn the POWER switch on all GBAs to the "ON" position.
- 5. See pages 9-12 for further instructions.

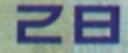
Note: Do not connect more GBAs than necessary if you are only playing a Two-player or Three-player game.

Please refer to the diagram on the following page for the correct linking configuration. Note that the small purple plug goes into the host GBA.

#### Important Warning

You may experience communication failures and other problems if any of the following occur:

- Use of a cable other than the Game Boy® Advance Game Link® cable.
- Failure to securely plug the Game Link® cable into the GBAs.
- Unplugging Game Link® cables from one or more GBAs before the communication process is complete.

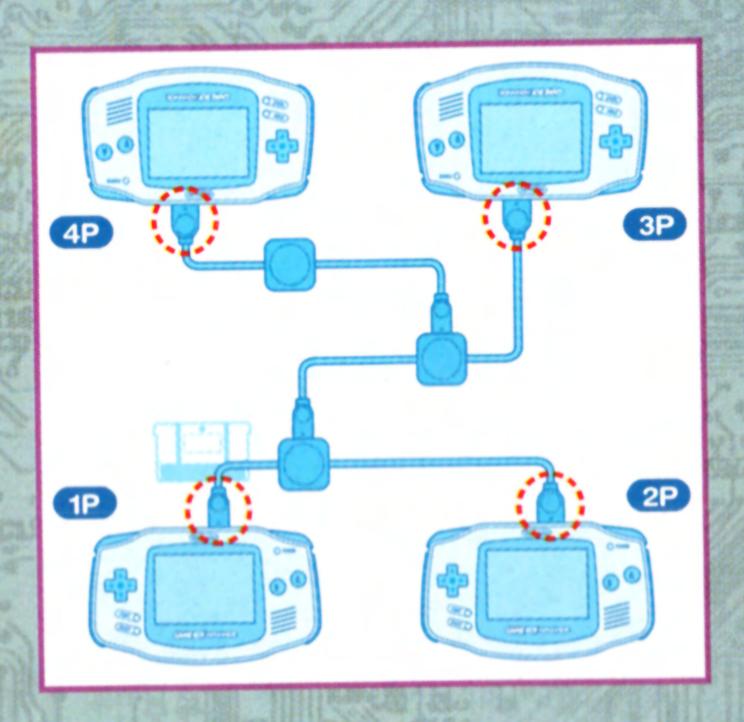


- Unplugging Game Link® cables during game play.
- Failure to connect the Game Link® cables to the GBAs as shown in the diagram below.
- Any connected GBA does not have the required cartridge.
- More than four GBAs are connected at once.

Note: The multiplayer menu will refresh every few seconds. A multiplayer game must not be started until all players have the multiplayer menu showing.

## **Proper Connection Scheme**

Note: All Game Boy® Advance systems must have a DOOM Game Pak to play.



#### CREDITS

## DOOM originally developed by id Software

id Software is:

Programming: John Carmack, Robert A. Duffy, Graeme Devine, Jim Dose

Art: Adrian Carmack, Kevin Cloud, Kenneth Scott, Seneca Menard, Fred Nilsson

Level Design: Tim Willits, Christian Antkow, Paul Jaquays, Mal Blackwell

CEO: Todd Hollenshead

Director of Business Development: Marty Stratton

id mom: Donna Jackson

Development Assistance: Eric Webb

Game Boy® Advance Version Developed by David A. Palmer Productions

Producer: Dave Palmer

Associate Producer: James Palmer

Lead Programmer: Matthew Hopwood

Support Programmers: Byron Nilsson, Roo

Lead Artist: Ian Terry

3D Artist: Paul Simon

Music and Sound Effects Transfer: Allister Brimble, Will Davis, Michael Delaney

Tester: Neil Palmer

Special Thanks:

Marie Elliot, Helen Bark, Clare Marshal, Joshua Palmer, Nadia Palmer, Susan Walker, Peter Leonard, David M. Boyles, Gail Oxley, Karthik Bala, Tracey Waycot, Lucy Waycot, Dianna Hopwood

Published by Activision Publishing, Inc.

Producer: Steven Rosenthal

Executive Producer: Laird M. Malamed

V.P. of Studio: Mark Lamia



Exec. V.P. Worldwide Studios: Larry Goldberg

Exec . V.P. Global Brand Management: Kathy Vrabeck

Senior Director, Global Brand Management: Dusty Welch

Brand Manager: Kevin Kraff

Associate Brand Manager: Brad Carraway

Senior Publicist: Michelle Nino

V.P., Creative Services: Denise Walsh

Mgr., Creative Services: Jill Barry

**Production Testing: Matthew Beal** 

Quality Assurance

QA Project Lead: Geoffrey Olsen

QA Senior Project Lead: Kragen Lum

QA Manager, Console Testing: Joseph Favazza

Test Team: Alex Epstein, Mark Frank, Eddie Flores, Saam Shabahang, Chris Rosenberger, Steve Peterson, Kevin Sodini, Lou Studdert, Rama Griffith, Hans Wakelin, Eric Zimmerman QA Special Thanks: Jim Summers, Jason Wong, Tim Vanlaw, Nadine Theuzillot, Sam Nouriani, Jeremy Gage, Ben DeGuzman, Jason Potter, Alex Coleman, Glenn Vistante, Indra Gunawan, Todd Komesu, Tanya Langston, Willie Bolton, Nicholas Favazza, Nathan Lum, Jeremy Olsen

Customer Support

Customer Support Manager: Bob McPherson

Customer Support Leads: Rob Lim, Gary Bolduc, Mike Hill

Activision Special Thanks
Bill Anker, Gene Bahng, Brian Clarke,
Greg Deutsch, Ron Doornink, Graham Fuchs,
George Rose, Brian Simkin, Stacy Sooter, and
Karthik Bala at Vicarious Visions

Manual by Ignited Minds, LLC
Cover Illustration by Don Punchatz
Packaging Creative: Focus 2

Designer: Duane King

President and Creative Director: Todd Hart

DOOM Music and Sound Effects by Bobby Prince

#### CUSTOMER SUPPORT

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: http://www.activision.com/support

Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for solutions.

E-Mail: support@activision.com

A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet/e-mail support is handled in English only.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product.

#### SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

**OWNERSHIP**. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stones, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

#### YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision
  may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- · Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

**LIMITED WARRANTY**. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase, if the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product cartridge only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per cartridge replacement. Note: Certified mail recommended.

#### In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES, ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM, SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

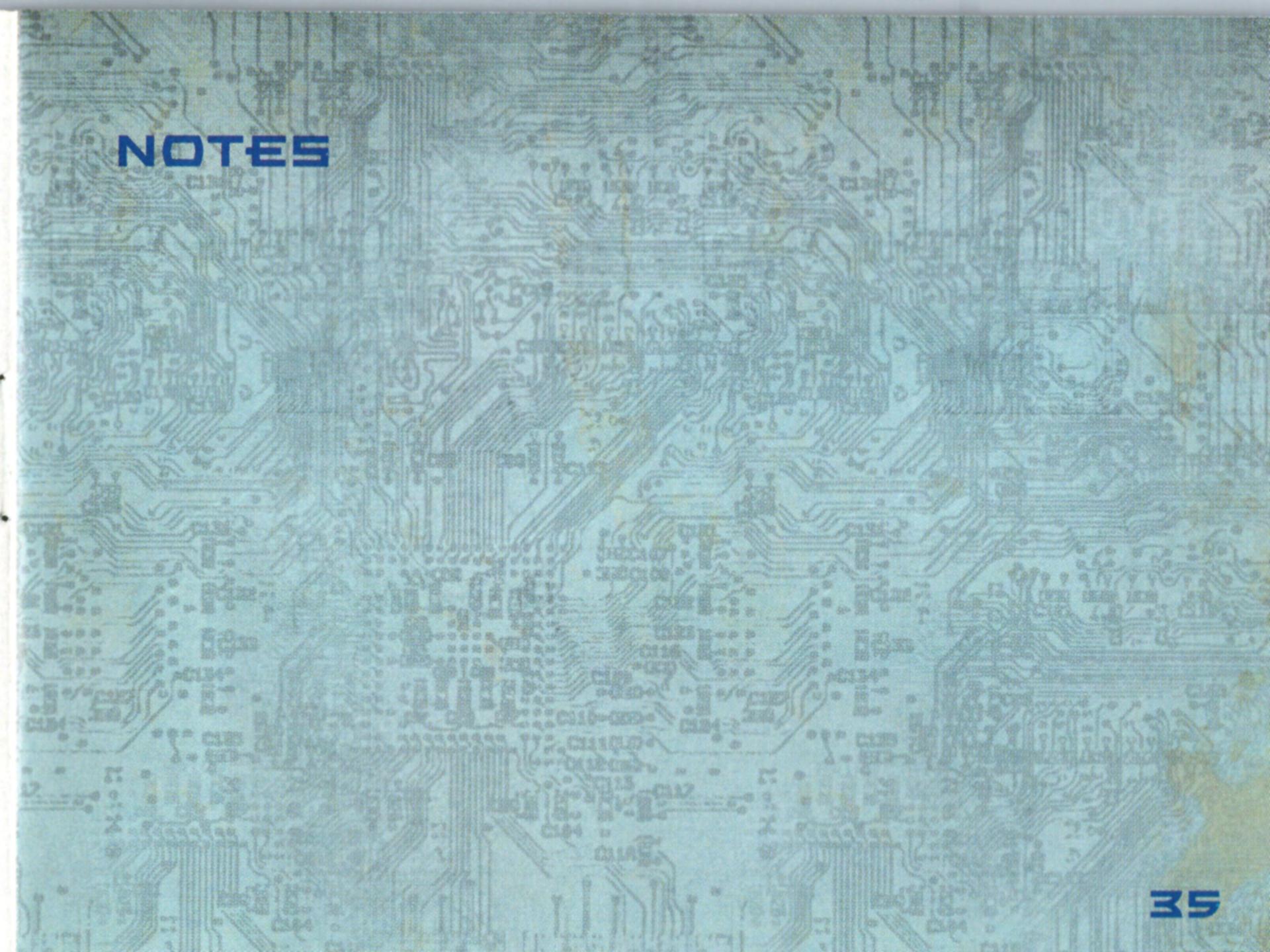
TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

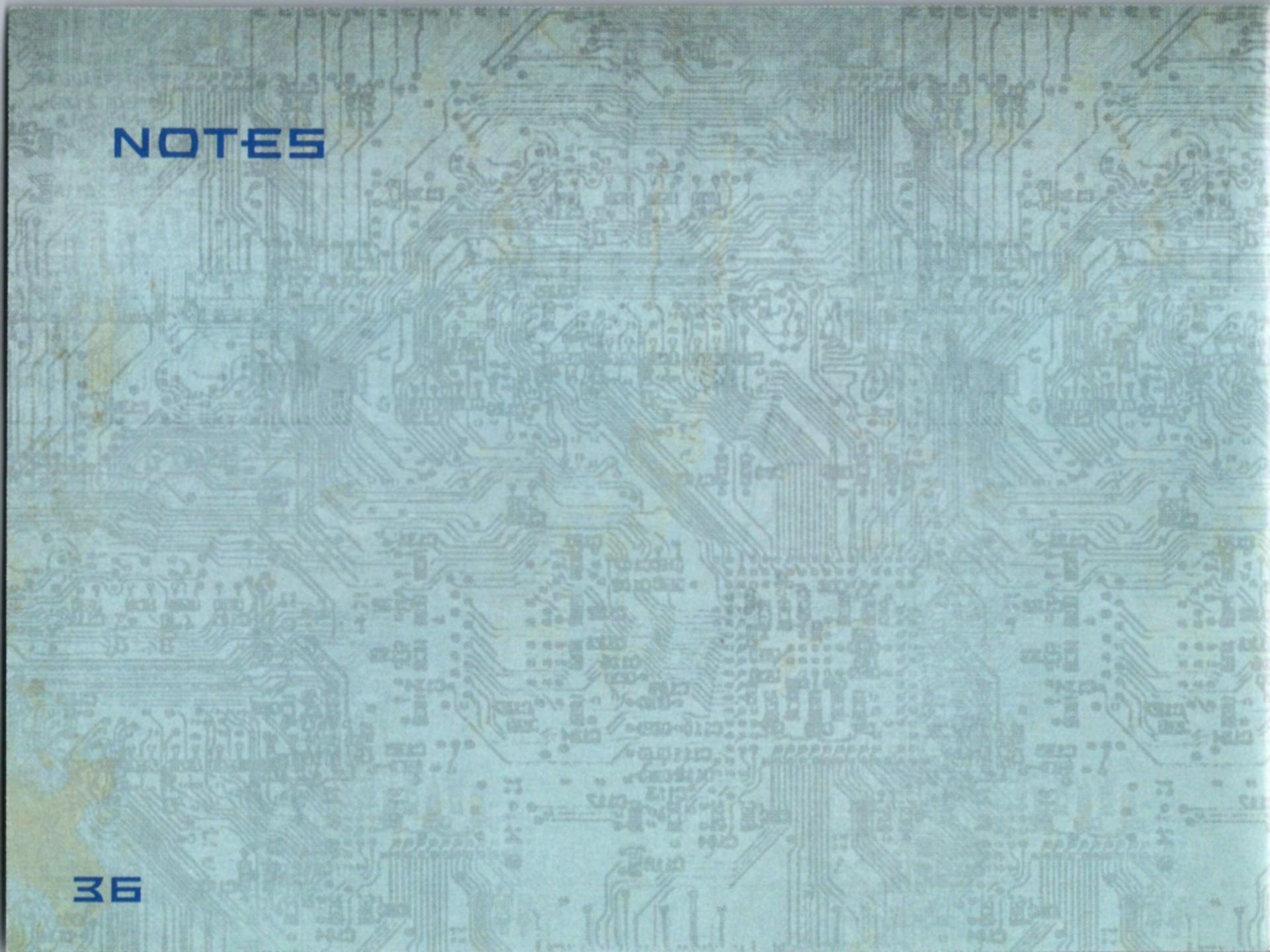
U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California. If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.





	,			

